

FIG. 1

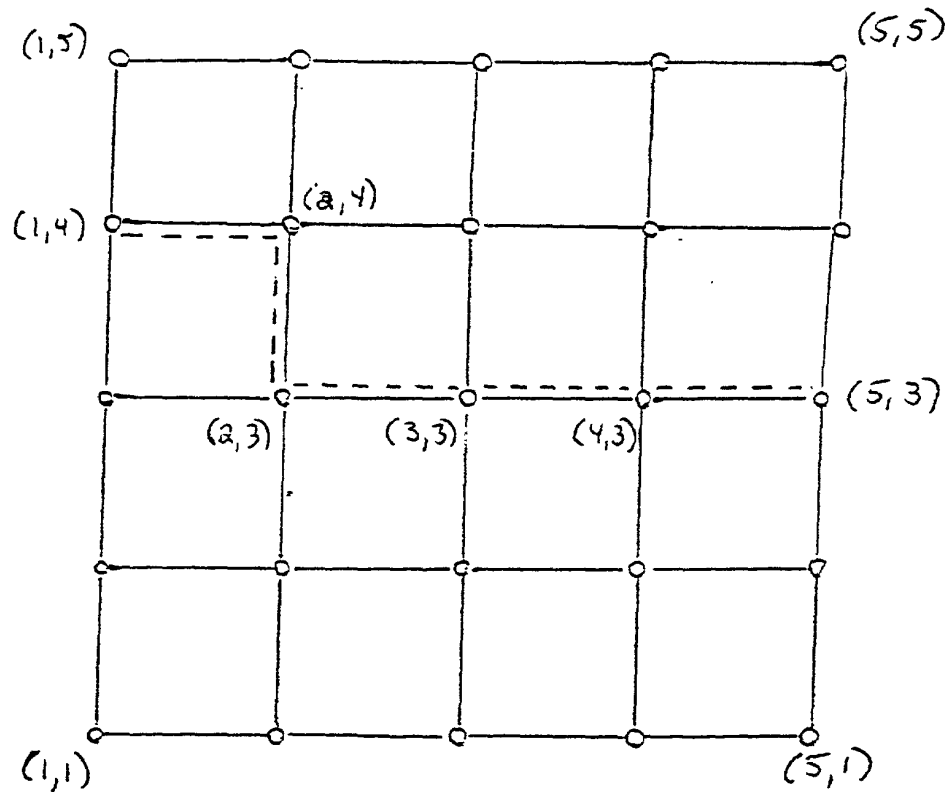


FIG. 2

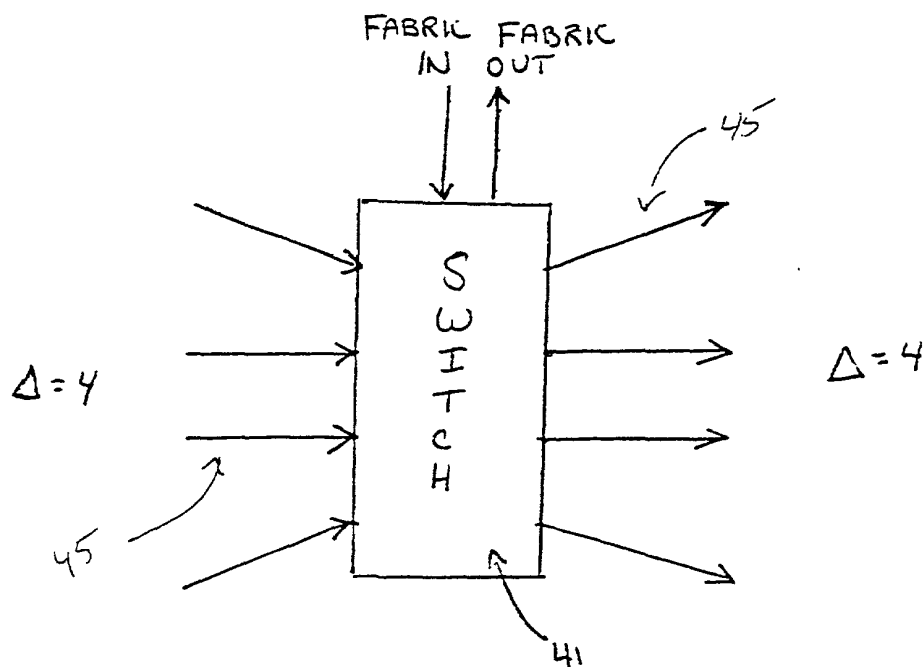


FIG. 3

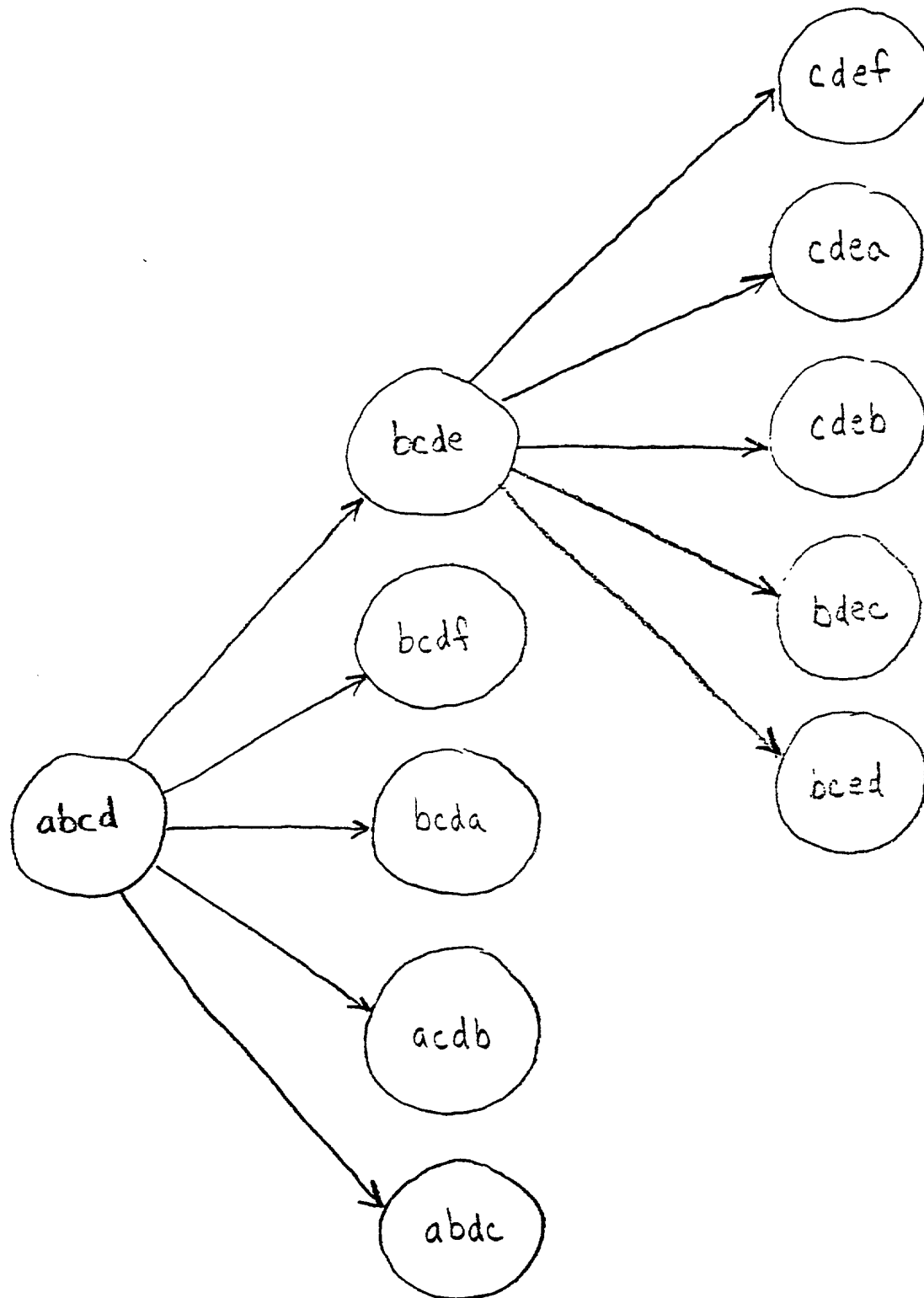
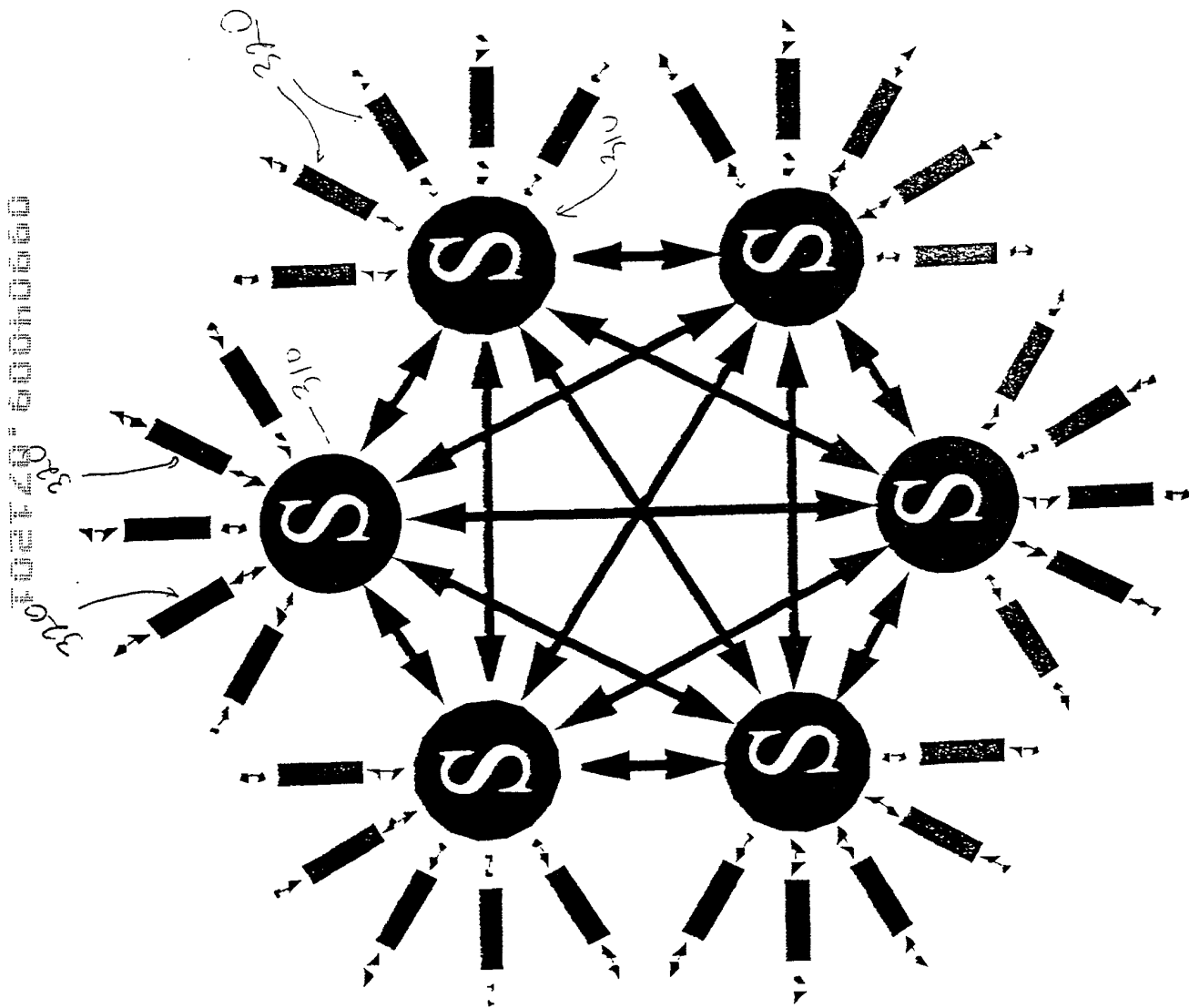


FIG. 4A



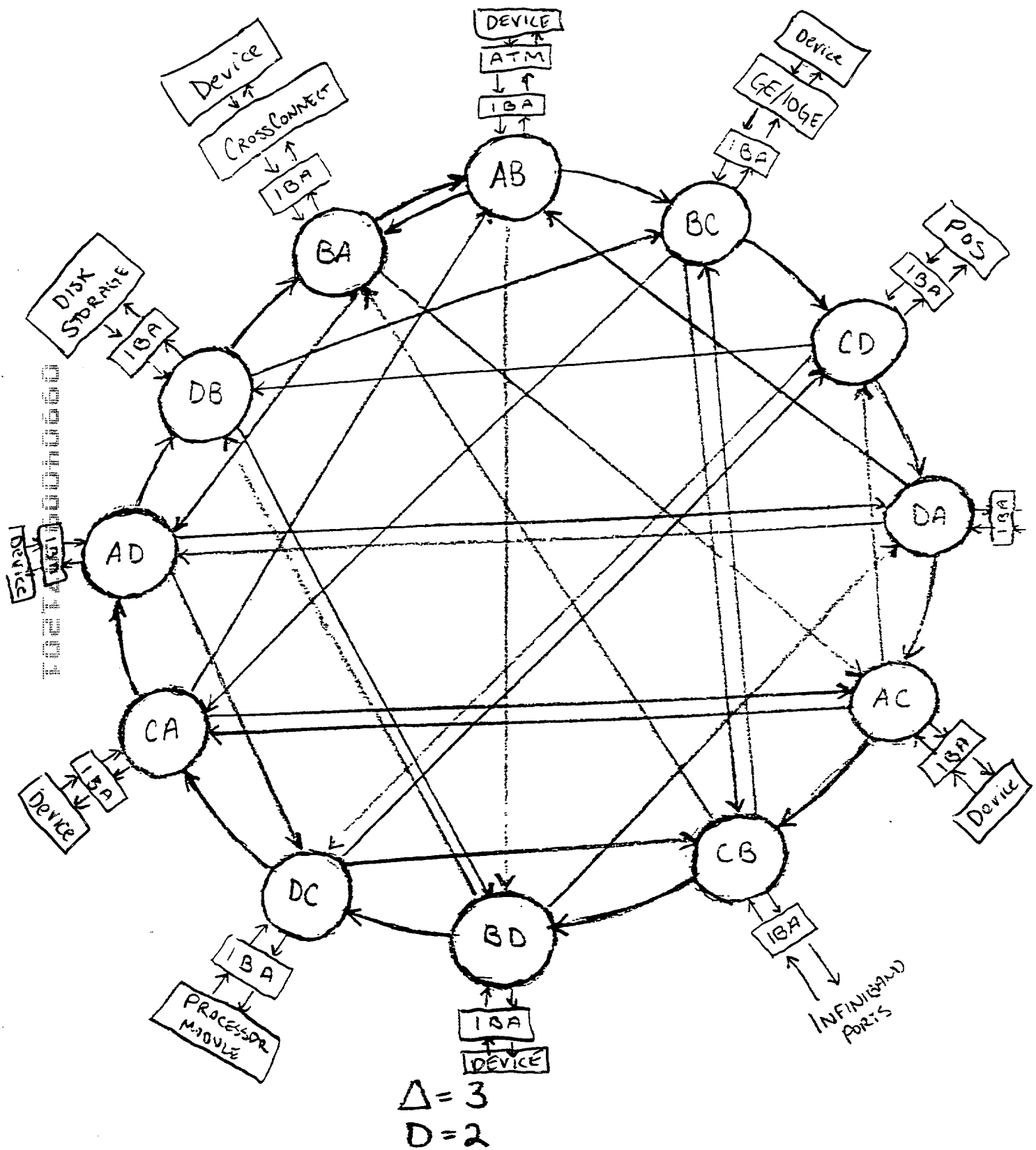


FIG. 5A

**ADJACENCY TABLES FOR NODES
IN FIG. 5A**

AB AB → BC AB → BD AB → BA	AC AC → CB AC → CD AC → CA	AD AD → DB AD → DC AD → DA
BA BA → AC BA → AD BA → AB	BC BC → CD BC → CA BC → CB	BD BD → DA BD → DC BD → DB
CA CA → AB CA → AD CA → AC	CB CB → BD CB → BA CB → BC	CD CD → DA CD → DB CD → DC
DA DA → AB DA → AC DA → AD	DB DB → BA DB → BC DB → BD	DC DC → CA DC → CB DC → CD

FIG. 5B

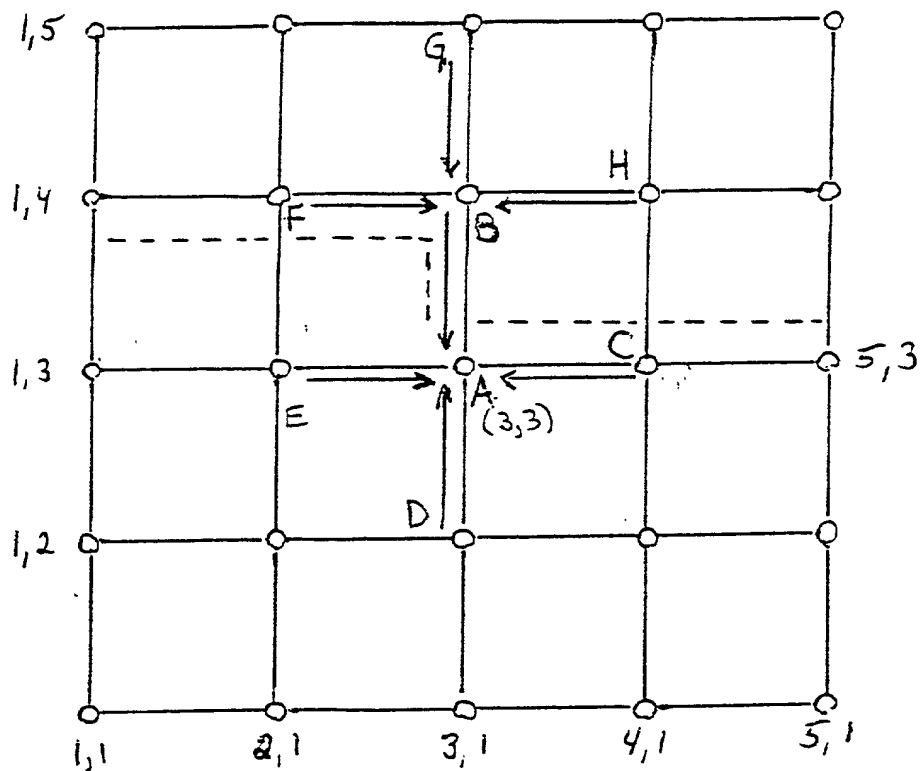
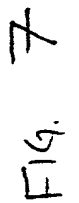


FIG. 6



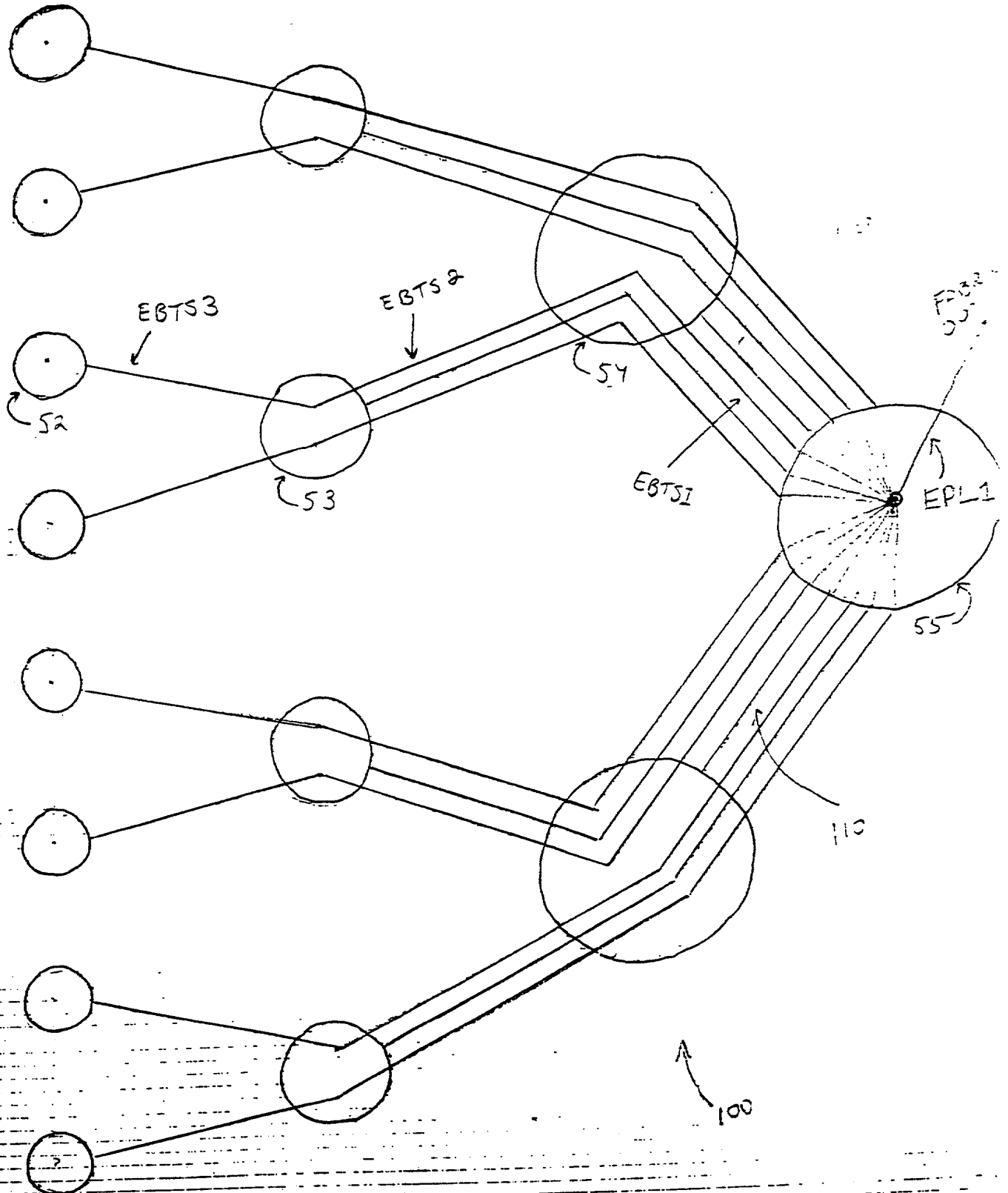


FIG. 8A

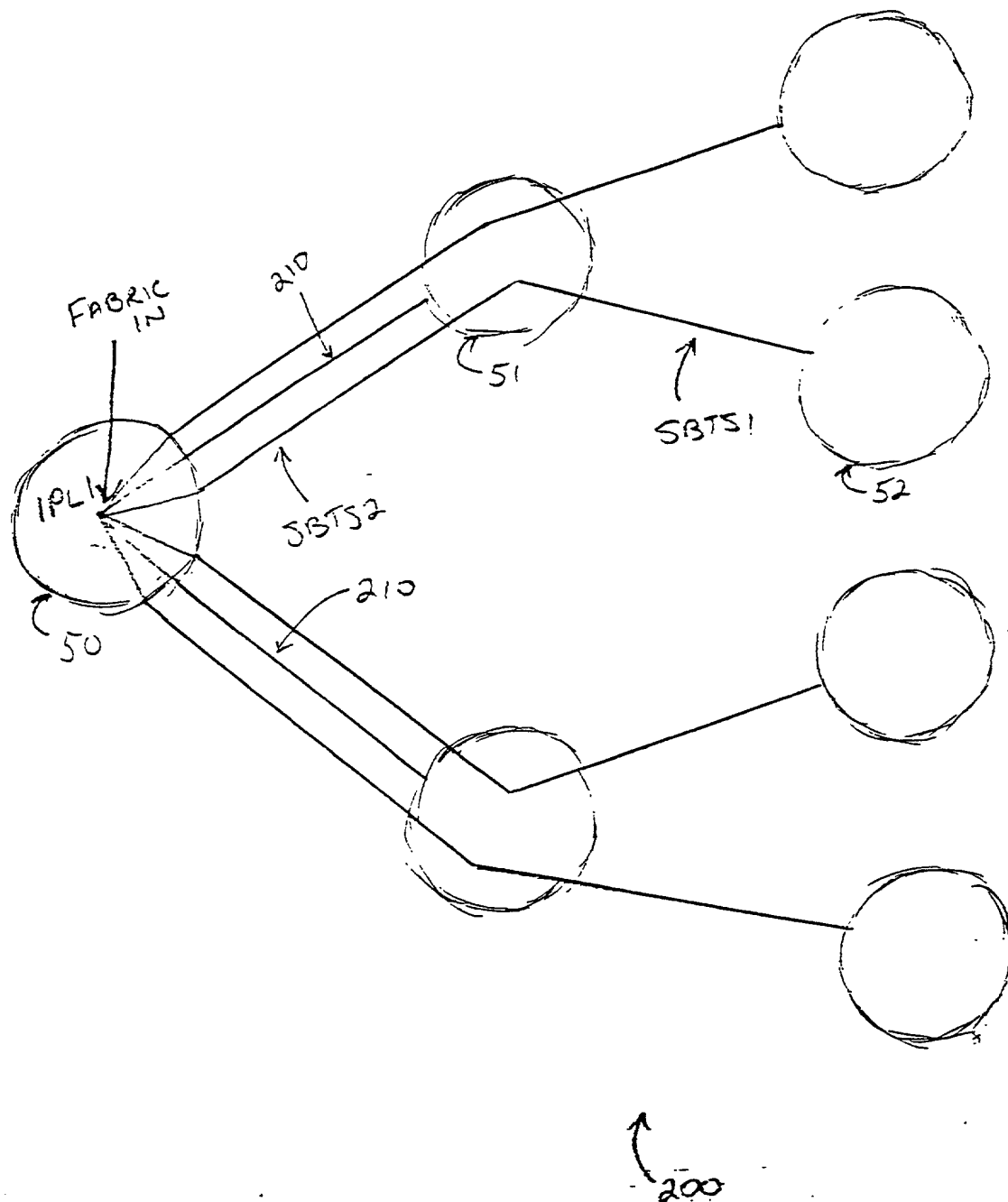


FIG. 8B

FIG. 9

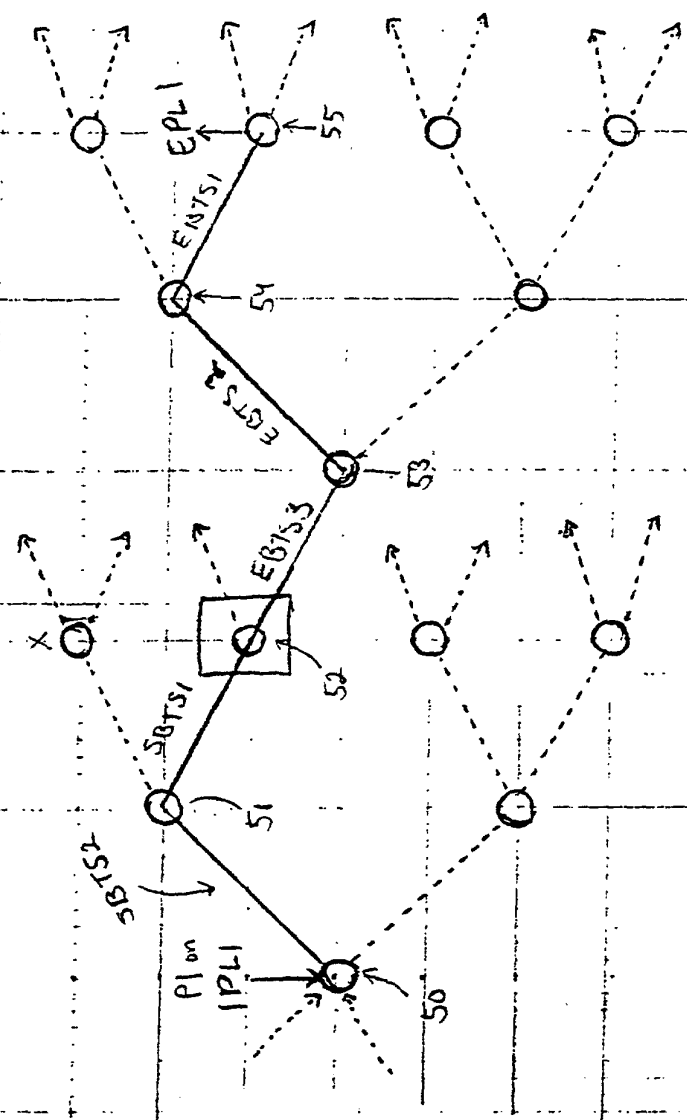


Fig. 9

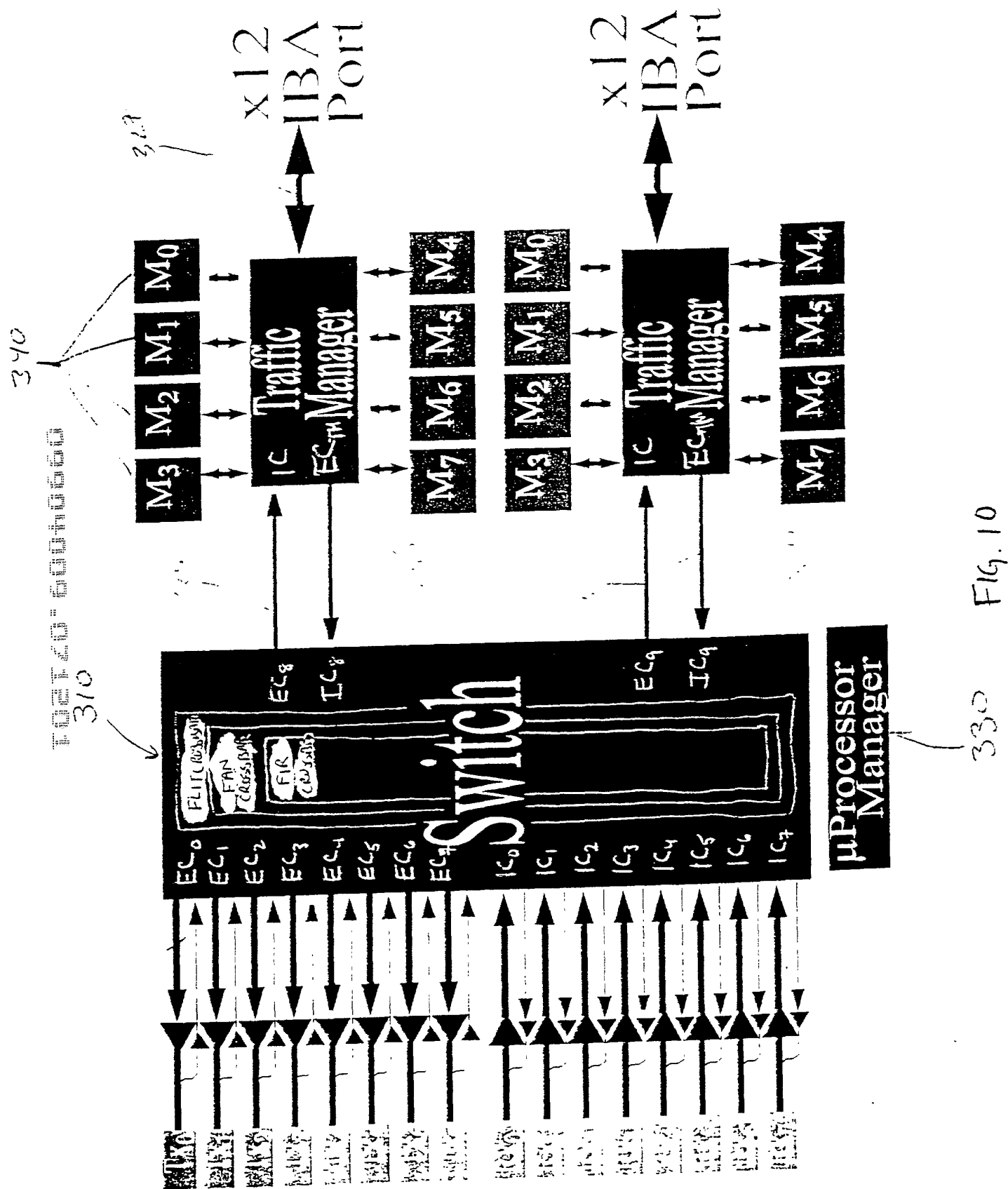


Fig. 10

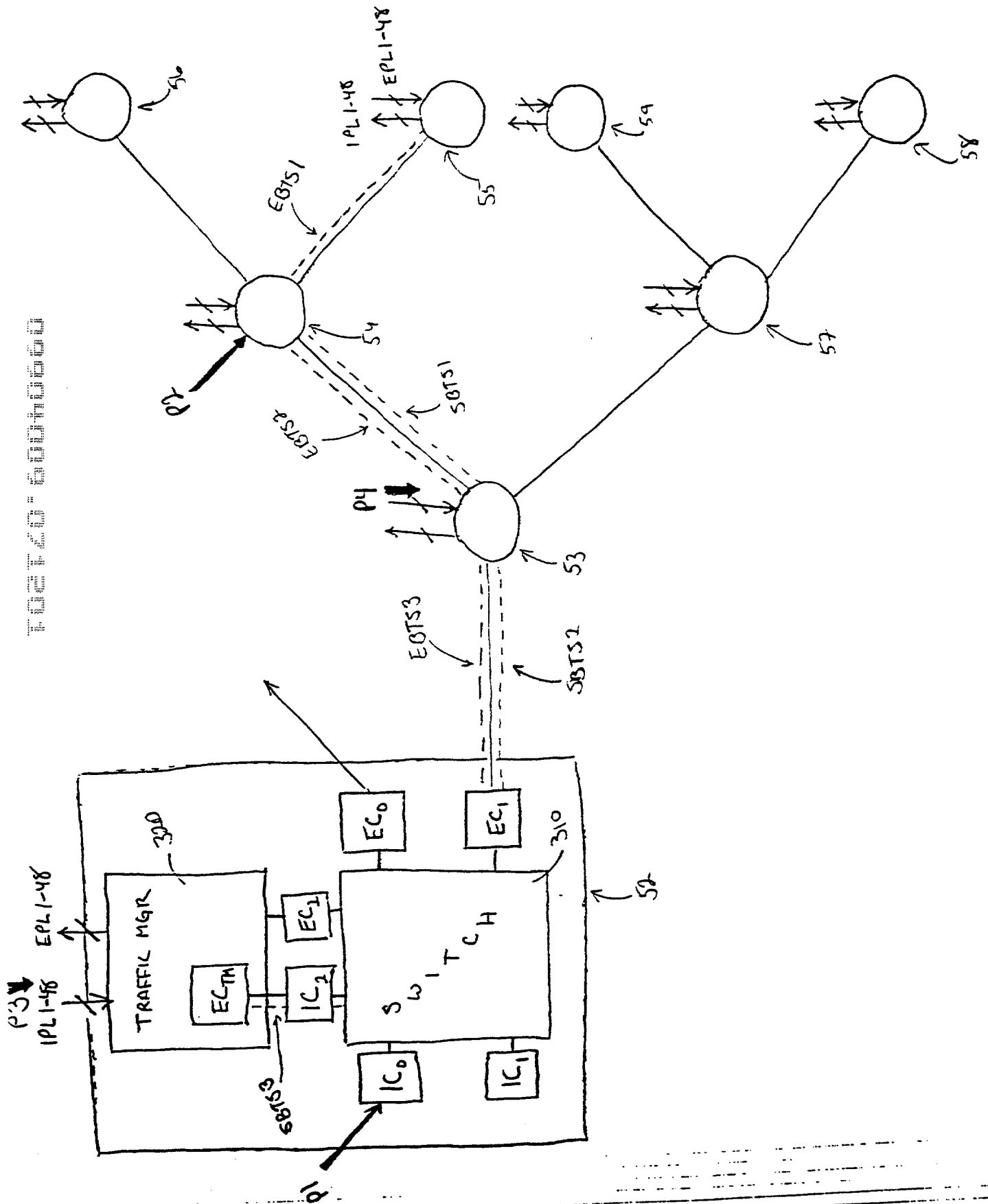


FIG. 11A

PACKET QUEUES FOR EBI SEGMENTS

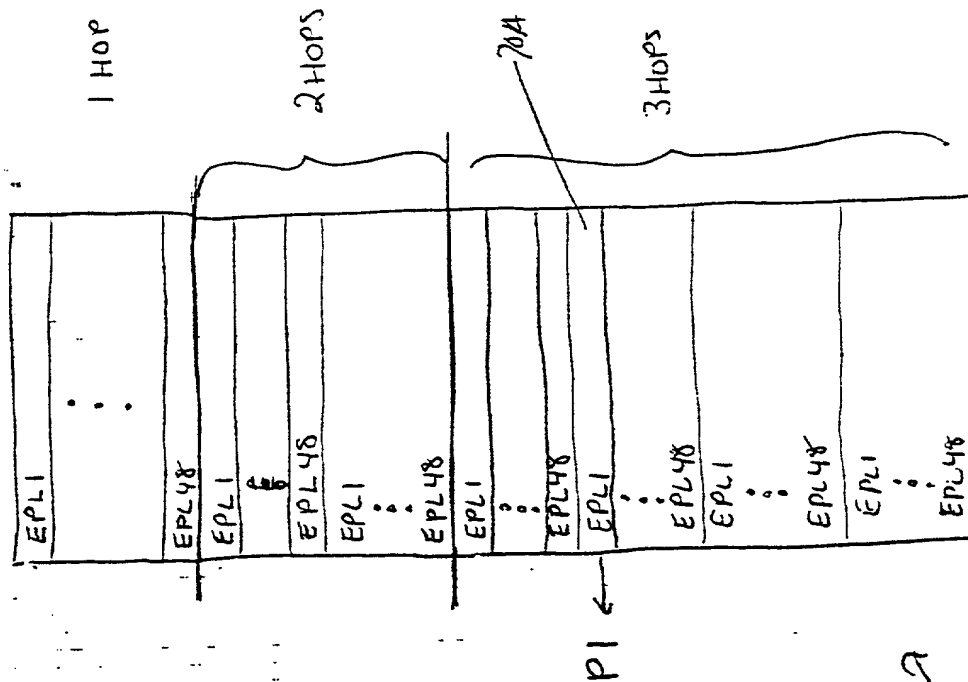


Fig. 11A

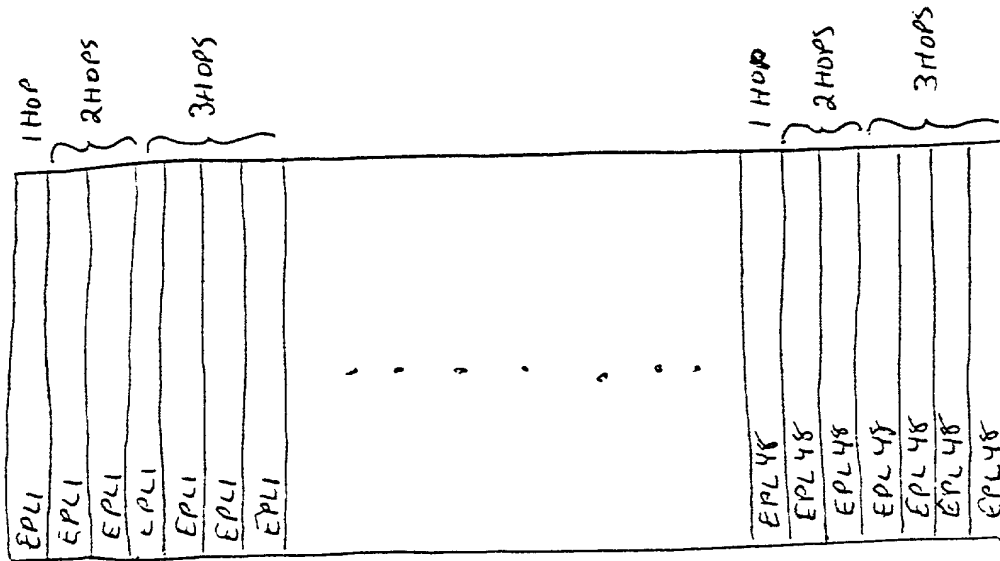


Fig. 11C

PACKET QUEUES FOR SUBSEQUENT

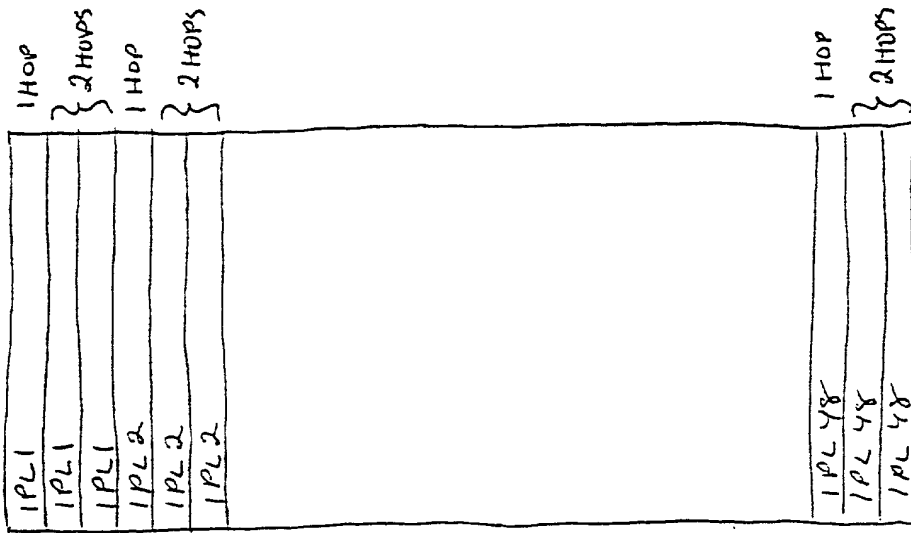


FIG. 11E

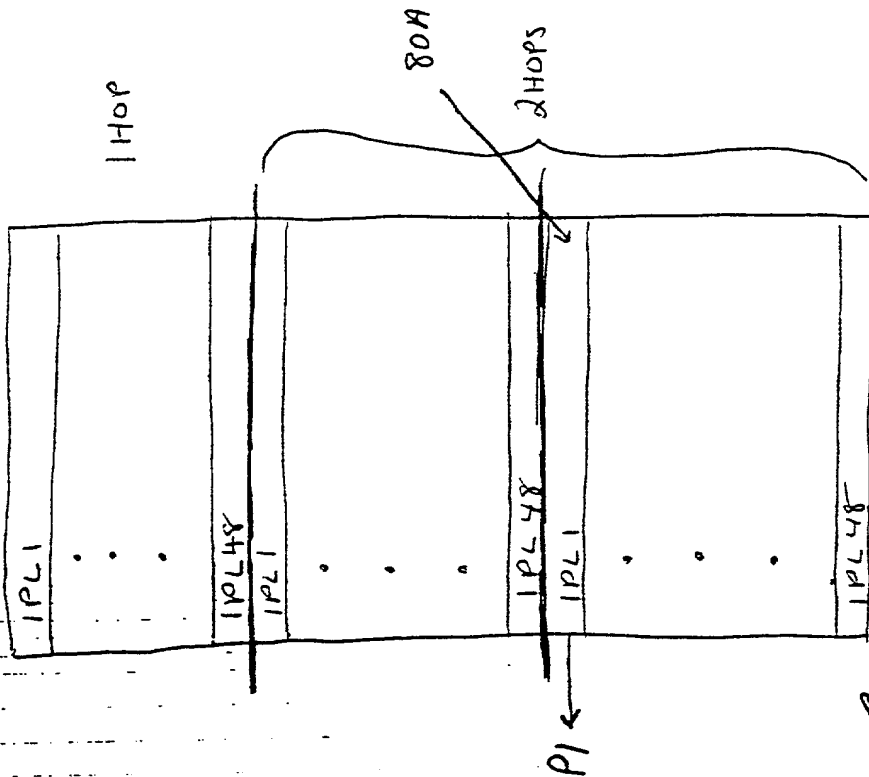
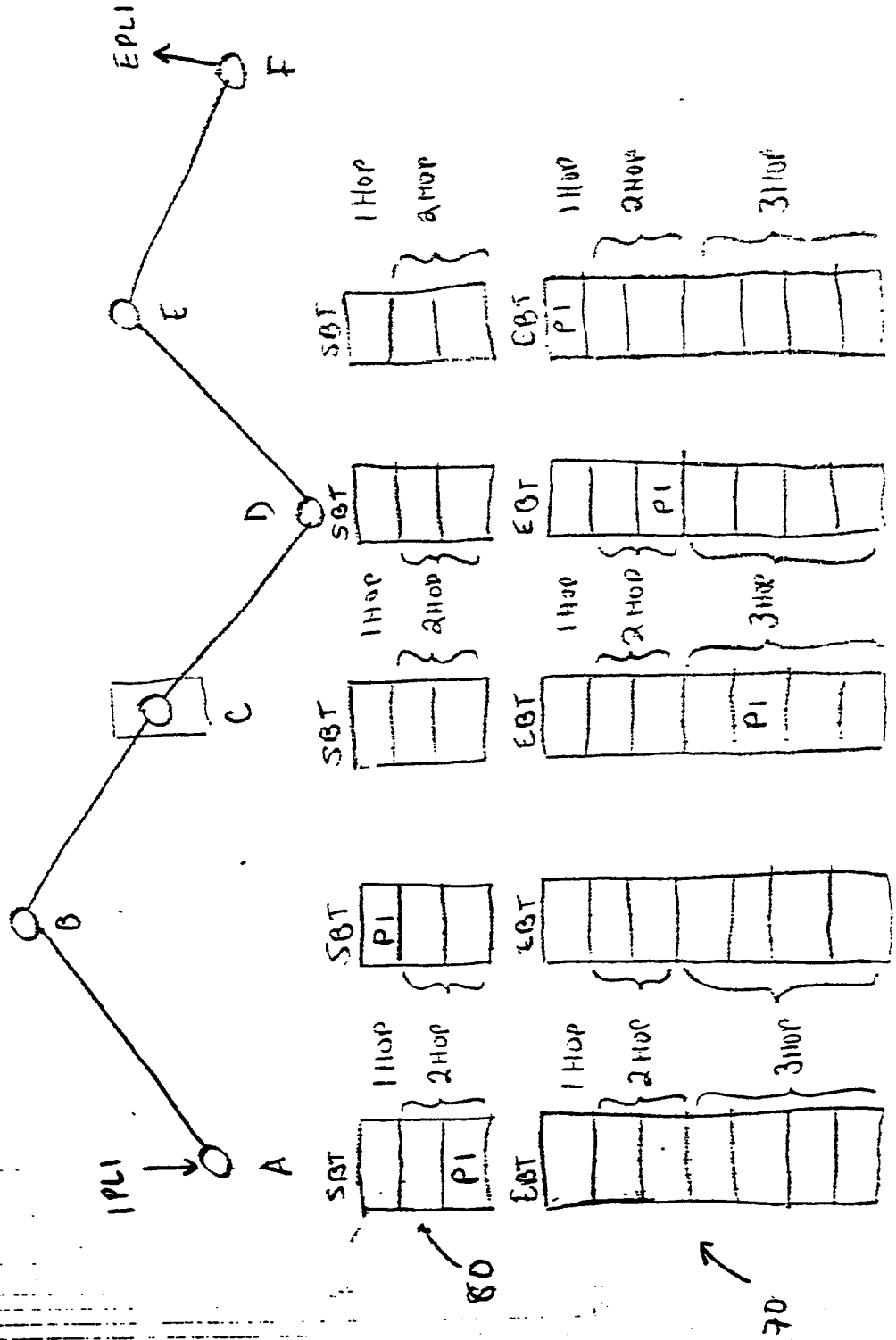


FIG. 11D

Fig 11F



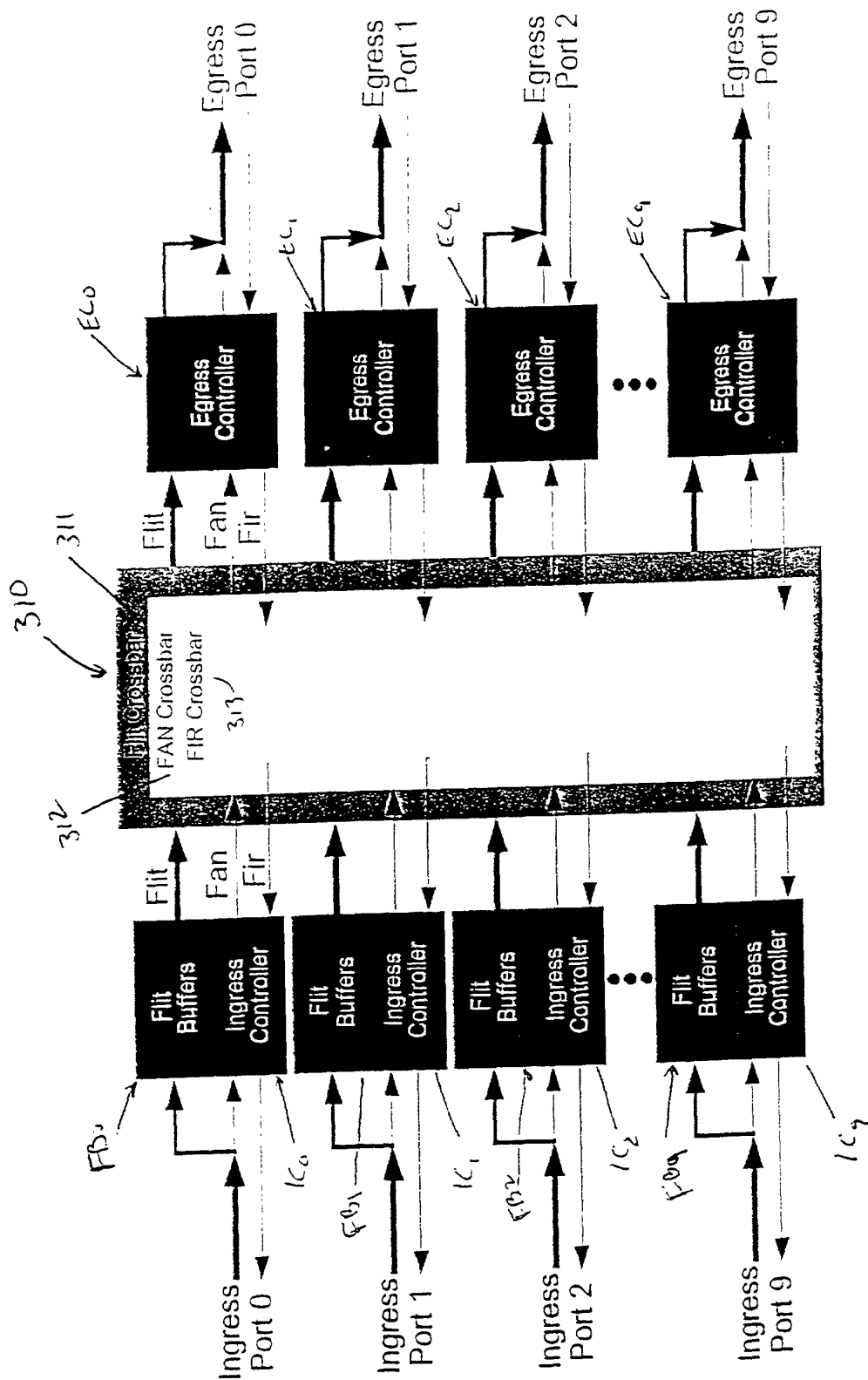


Fig. 12

CONTROL STRUCTURE	SIZE (IN BITS)	DESCRIPTION
IngressPacketState	$1280 \times 35 = 44,800$	Each IngressPacketState structure manages the storage of a partially received packet on one of the ingress ports.
EgressLaneState	$(128 \times 30 = 3,840)$	Each EgresslaneState structure supplies information used to process received Credits.
AvailableEgressLane	(128×1)	Each flag indicates that a particular lane is available or in use.
FanState	$(512 \times 44 = 22,528)$	Each FanState structure holds one FAN waiting to be converted into a FIR and pointers which allow creating a linked list of packets waiting on a particular channel and a linked list of FANs comprising a particular packet.
AvailableFanState	(512×1)	Each flag indicates that a particular local FanState structure is available or in use.
WaitingForlanes	(2928×1)	Each flag indicates that a particular tunnel segment has a packet ready to be assigned to a lane as soon as one becomes available.
WaitingForFSM	(2928×1)	Each flag indicates that a particular channel has a FAN ready to be converted into a FIR as soon as the EgressController has bandwidth available to perform the conversion.
WaitingForFirFifo	(2304×1)	Each flag indicates that a particular lane has a FAN ready to convert into a FIR as soon as room in the FIR FIFO becomes non-full.
SegmentPointer	$(2938 \times 13 = 38,194)$	Each SegmentPointer points to a queue of packets waiting on a tunnel segment.

FIG. 13

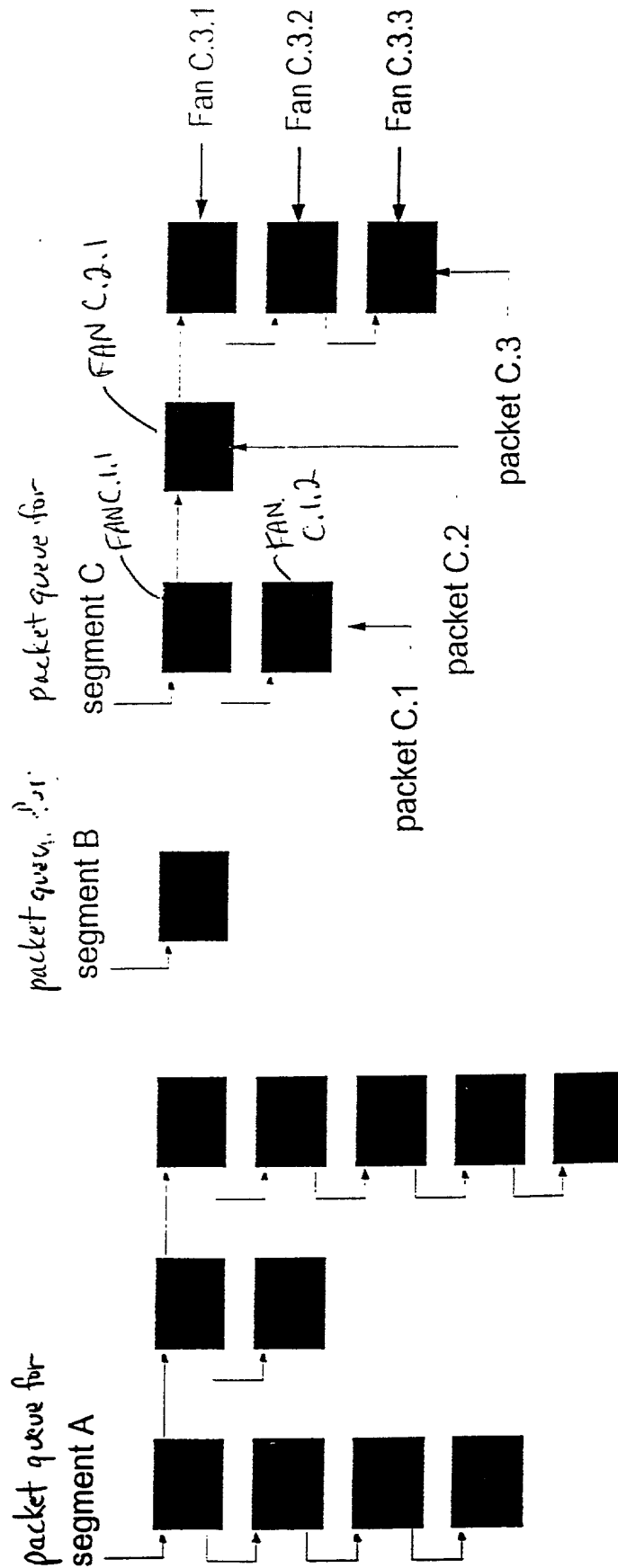


FIG. 14

